

FIG. 1 is a block diagram of a system architecture for a media player. The system includes a display device (30) connected to a Player (10). The Player (10) is connected to a Buffer (32) and a Playback Pointer (40). The Buffer (32) is connected to a Loader (34). The Loader (34) is connected to a Network (36). The Network (36) is connected to a Manager (38). The Manager (38) is connected to a Feasible Point Calculation Module (42). The Player (10) also receives input from a set of controls (12) including buttons 14, 16, 18, 20, 22, 24, and 26.

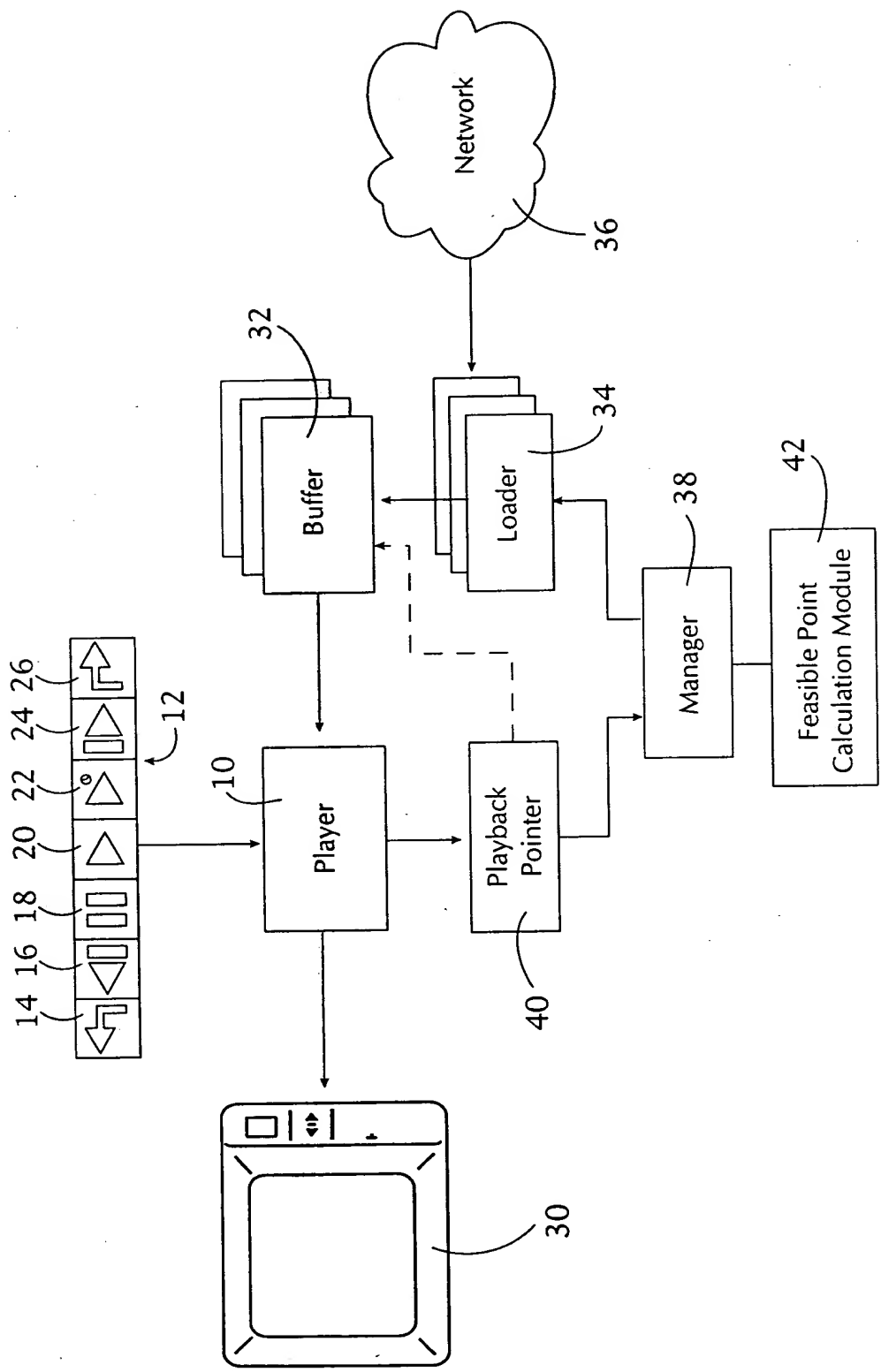


FIG. 1

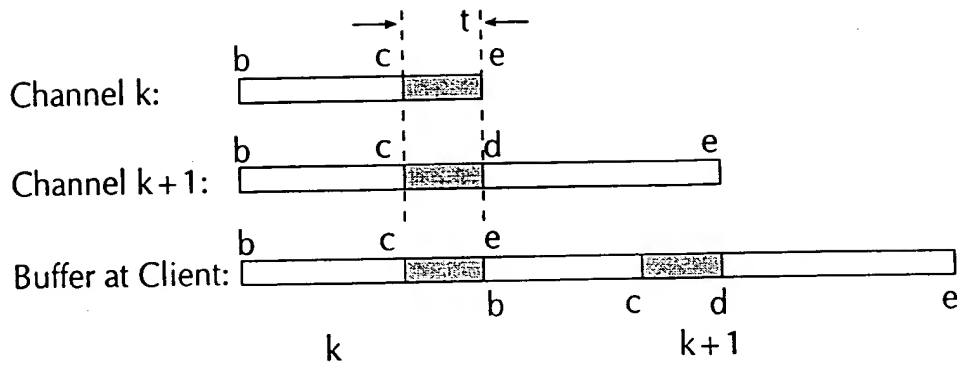


FIG. 2

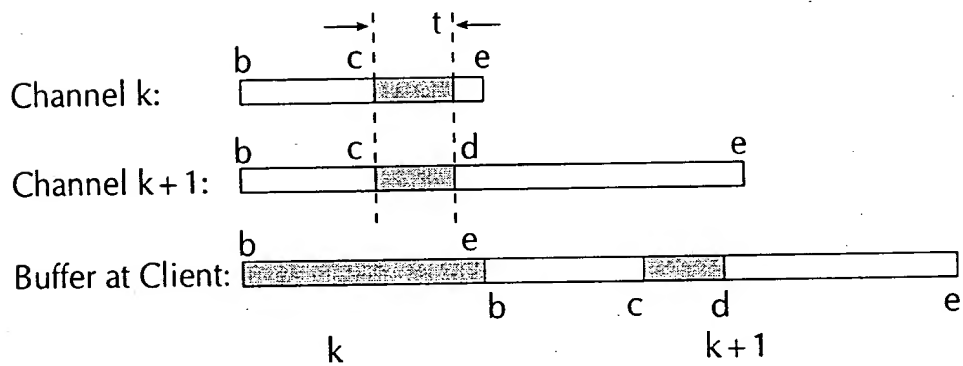


FIG. 3

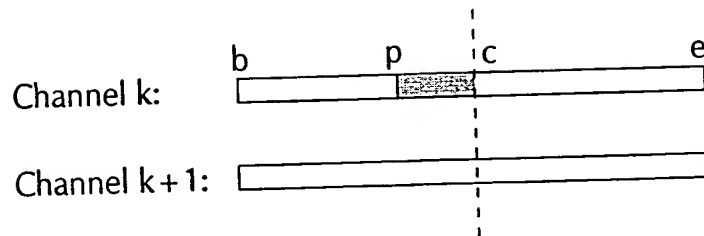


FIG. 4

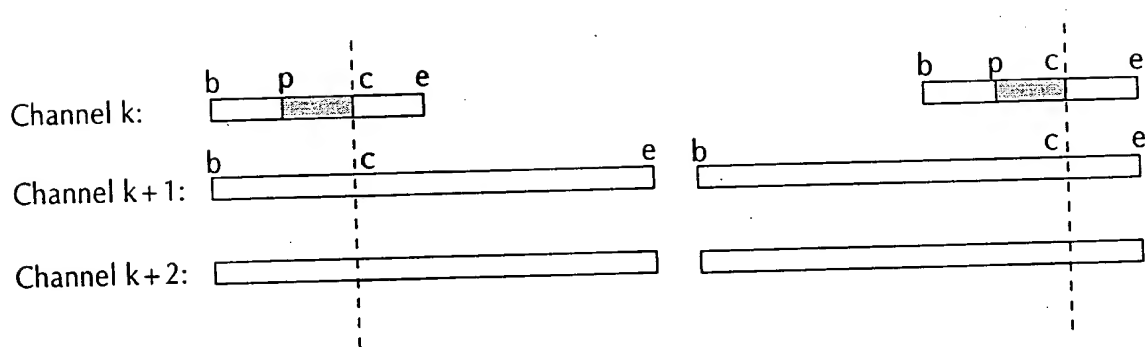


FIG. 5

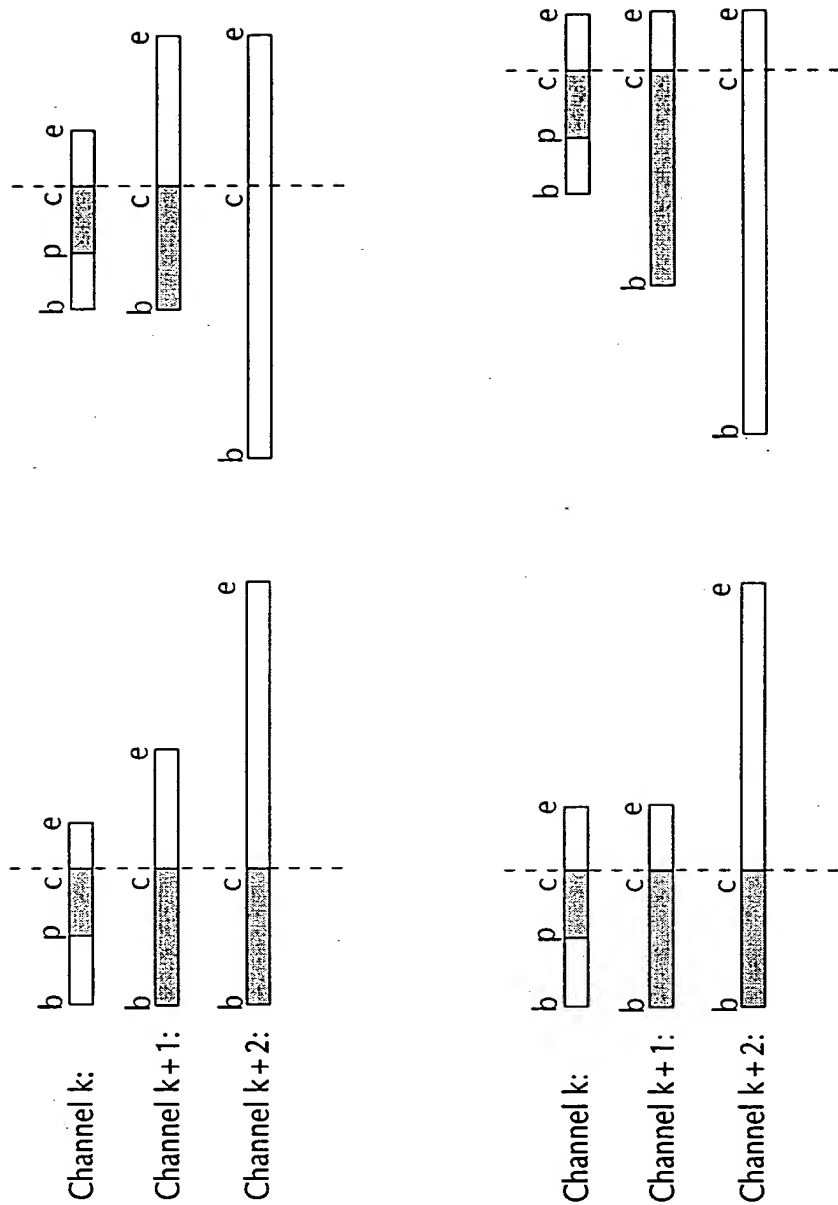


FIG. 6

Channel 7:

Channel 8:

Channel 9:

Channel 10:

FIG. 7